REMARKS

This reply is responsive to the office action dated May 8, 2008. Upon entry of this amendment claims 1 and 3-5 are pending. Claim 1 has been amended, and claim 2 has been cancelled. Reconsideration of the pending claims in light of the remarks and amendments is respectfully requested.

Claims 1-5 stand rejected under 35 U.S.C. § 102(b) as anticipated by U.S. Patent Application Publication No. 2002/0068632 to Dunlap. Claims 1 and 4 are independent claims.

Claims 1 and 3

Claim 1 has been amended to recite, *inter alia,*

> ". . . downloading data corresponding to an image of a present item which is usable in said game . . . through [a] communication line . . .
> producing said image . . . according to said data . . . and displaying said image on a display in said game playing terminal . . .
> wherein said steps of downloading and producing further comprise:
> providing a first portion of data in said game playing terminal, said first portion of data comprising image data corresponding to said present item;
> providing a second portion of data downloaded into said game playing terminal from said server, said second portion of data comprising image data corresponding to said present item; and
> producing said image of said present item by said game playing terminal on the basis of both the first and second portions of data."

Claim 1 is patentable over Dunlap because that reference fails to disclose, either expressly or inherently, all of the limitations of the claim. Specifically, Dunlap fails to disclose ". . . providing a first portion of data in said game playing terminal, said first portion of data comprising image data corresponding to said present item; providing a second portion of data downloaded into said game playing terminal from said server, said second portion of data comprising image data corresponding to said present item;

and producing said image of said present item by said game playing terminal on the basis of both the first and second portions of data," as required by claim 1.

Dunlap discloses that a server supplies to a computer terminal information enabling the terminal to generate a display, and that to reduce bandwidth requirements, this data can be supplied in a summary format that is interpreted and expanded by a program running on the computer terminal. (*See* Dunlap, paragraph [0092].) Thus, Dunlap discloses *only* one data portion (the summary image data supplied by the server), and does not disclose the claimed first and second portions of image data where the first portion is in the game playing terminal and the second portion is downloaded into the terminal from the server.

With the claimed invention, the image of a game item ("present item") is produced using two components of image data – the first component resides in the terminal, and the second component is downloaded from the server to the terminal. This enhances the security of the system by preventing a player from tampering with card data to obtain a higher-value card (*e.g.,* altering the card data to obtain an undeserved "rare" card). The claimed invention provides this feature without the need for additional hardware mounted on the game playing terminal.

Dunlap fails to disclose this feature, either expressly or inherently, and thus, applicants request that the 35 U.S.C. § 102(b) rejection of independent claim 1 be withdrawn. With respect to claim 3, which depends from independent claim 1 and recites additional features of the invention, applicants request that the 35 U.S.C. § 102(b) rejections of this claim be withdrawn for the same reasons as stated for claim 1.

Claims 4 and 5

Claim 4 recites, *inter alia,*

> "storing predetermined items . . . as control items in a control item
> table in . . . said server . . . to prepare a master control item table;
> detecting changed contents of said control item . . . if said
> contents of said control item is changed in a proceeding of said

> game . . . and outputting said detected data to said server through
> said communication line as control item changed data . . .
>   loading by said server said contents of said control item table . . .
> stored in said master control item table into said game playing
> terminal . . . at predetermined time intervals so as to renew said
> control item table for said player which is stored in said game
> playing terminal; and
>   controlling by said each game playing terminal to display said
> control item . . . on the basis of said data of said control item . . . ."

Claim 4 is patentable over Dunlap because that reference fails to disclose, either expressly or inherently, all of the limitations of the claim. Specifically, Dunlap fails to disclose "detecting changed contents of [a] control item . . . if said contents of said control item is changed in a proceeding of said game . . . and outputting said detected data to said server through said communication line as control item changed data . . . loading by said server said contents of said control item table . . . stored in said master control item table into said game playing terminal . . . at predetermined time intervals so as to renew said control item table for said player which is stored in said game playing terminal; and . . . display[ing] said control item," as required by claim 4.

Dunlap is simply devoid of any description of the claimed features of detecting changed contents of a control item, or of loading the contents of a control item table from the server to the game playing terminal at predetermined time intervals to renew the control item table in the terminal.

With the claimed invention, a player is prevented from unfairly hacking the system to obtain control items such as "rare" cards used in the game. This is because all control items used by a player are renewed/controlled on the *server* side for each player, and a *copy* of the control item table is downloaded to each game terminal. The control item table for each terminal is renewed (using the contents of the master control table located on the server) at periodic time intervals. Thus, even if a player unfairly attempts to obtain a desirable control item (*e.g.,* a "rare" card) by hacking/rewriting data in the control item table on the game playing terminal, the improperly rewritten data is over-written by the correct data downloaded by the server at the next predetermined time interval. In this way, the system deters cheating and hacking.

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Dunlap fails to disclose these features, either expressly or inherently, and thus, applicants request that the 35 U.S.C. § 102(b) rejections of independent claim 4 be withdrawn. With respect to claim 5, which depends from independent claim 4 and recites additional features of the invention, applicants request that the 35 U.S.C. § 102(b) rejections of this claim be withdrawn for the same reasons as stated for claim 4.

The claims are believed to be in condition for allowance, and reconsideration and allowance are respectfully requested.

No fees are believed to be due with this submittal. Should any fees be due, however, the Commissioner is hereby authorized to charge such required fees to deposit account number **04-1679.**

Respectfully submitted,

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